THE COMMODORE 16 SHOWCASE

XZAP

PUNCHY

ROLF HARRIS PICTURE BUILDER

STARTER CHESS

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 16. Before switching on, check that your COMMODORE Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your COMMODORE 16 and TV and turn up the volume. The screen displays the 'READY' signal and a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 16 off and then on again before loading a new program. This clears all the memory locations and minimises load errors.

The COMMODORE 16 starter software comes on one cassette with two programs on each side. The programs on side one are 'XZAP' and 'PUNCHY'. The programs on side two of the cassette are 'ROLF HARRIS' and 'CHESS'. You must use these names when LOADING the games.

NOTE: There are two copies of each program on the cassette, i.e. side one contains 'XZAP', 'PUNCHY', 'XZAP', 'PUNCHY'. If you experience any loading problems, wind the tape forward a little and try the second copy of the program.

HOW TO LOAD A GAME

* Insert the cassette into the cassette unit.
* Check that you have the correct side of the tape.
* Ensure that the tape is fully re-wound to the beginning.
* Type LOAD 'PROGRAM NAME', 1, 1 and press the RETURN key.
* Press PLAY on the cassette unit and the game you have chosen will load.
* When your chosen program has loaded, the screen displays the 'READY' signal and a flashing cursor.
* Type RUN and press the RETURN key
* Press the STOP key on the cassette unit.

XZAP

OBJECTIVE

You are a lone XZAPPER, last survivor of an advanced civilisation. Many centuries ago, your planet was besieged by alien hordes. Now only you remain. The aliens have the advantage of numbers, but you are on home territory. . .

Your objective is to destroy all the aliens on each level, and so progress through 140 different levels.

HOW TO PLAY THE GAME

Once the game has loaded, the title screen appears. After a short pause the menu is displayed. XZAP can be played with a joystick, or from the keyboard. The menu allows you to set up the game to your own requirements. Pressing the F1 function key enables you to select your own choice of keys for the movement of your craft. Pressing the F2 function key allows you to re-enter the last level, so that you do not need to start again.

NOTE: If you select this last option, you forfeit all your points, and start off with only one life. Press the **FIRE** button or the CTRL key to start.

There are nine different types of aliens, these are described below:

HEARTS — can be destroyed at any time.

SPINNING CROSSES — can only be destroyed when they're black, otherwise your shots pass through them.

CHASERS — cannot be destroyed, your shots bounce off them.

MUTATIONS — can only be destroyed when they're black, your shots sometimes pass through them and sometimes bounce off.

BARRELS — can only be destroyed at certain times, your shots sometimes pass through them and sometimes bounce off.

ROLLING HEADS — can only be destroyed when they're black, otherwise your shots pass through them.

SKULL MONSTERS — can only be destroyed when they're invisible, otherwise your shots pass through them.

FACES — can only be destroyed when they're invisible, otherwise your shots bounce off them.

NUCLEI — can only be destroyed when they're visible.

STICK INSECTS — can only be destroyed when they're visible.

MINES — mines count down from 9, 7, or 5 to 0 and then produce a force-field. If your ship is caught in this force-field, then you lose a life.

NOTE: A force-field can only be produced from the solid sides of a mine. Mines can only be destroyed once all the aliens have been eliminated. Green mines must be destroyed first. You must hit a green mine on one of its solid sides in order to destroy it. As each green mine is destroyed, another turns green. Your shots bounce off red mines.

NOTE: Your ship can touch the red mines, but not the green mines.

Your score is displayed in the top left-hand corner of the screen. Next to your score is the Points Per Hit Super Bonus, this starts off at one hundred times the current level (so for level 11 it starts off at 1100) and decreases like a count-down timer. So, the quicker that you XZAP the aliens, the more points you get! Displayed next to the Super Bonus are the number of lives that you have left. You start off with three lives and gain an extra life every fifth level, up to a maximum of three. You lose a life if you collide with an alien, or are hit by a rebounding bullet. The high score is displayed at the top right of the screen. Pressing the SPACE bar pauses the game for fifteen seconds. If you wish to return to the menu at any time during a game, hold down the COMMODORE key and press the 'M' key. Hold down the COMMODORE key and press the 'R' key to return to the menu and reset the high score.

HAPPY XZAPPING!

PUNCHY

OBJECTIVE

Nasty Punch has locked Judy in the Punch and Judy booth. Help Bobby the policeman rescue her by guiding him across the stage. Amongst the many obstacles you must help him avoid are flying custard pies, rotten tomatoes, and giant pits, to say nothing of Punch himself.

HOW TO PLAY THE GAME

The title screen appears once the game has loaded. Press SPACE BAR to play.

Controls:

<	Left
>	Right
C=	Jump

Bobby stands at the left-hand side of the screen. Guide him across the stage to the cradle so that he can 'rock the baby' before the time runs out on the clock. He must avoid the rotten tomatoes and custard pies which fly across the stage at him, and be careful not to fall into one of the many pits. Punch hides in some of the pits and tries to stop Bobby by lashing out with his staff as Bobby jumps across.

The large pits are too wide for Bobby to jump, so he must jump onto the magic carpet which will take him across.

Bobby's progress is indicated by the dot which moves along the scanner at the top of the screen. Each section of the scanner indicates a section of stage. As each section is completed, a helmet is awarded at the top of the screen, and a bonus is added for every five helmets collected.

Bobby's score for each section of stage is the amount of time remaining on the clock when he reaches the cradle. If he fails to reach it before the time runs out he loses a life. He also loses a life if he is hit by a rotten tomato, custard pie, or Punch's staff, or if he falls into a pit. If Bobby loses a life he also loses all the helmets he has collected towards his bonus.

Bobby starts with five lives, indicated by the five helmets at the bottom of the screen. The game ends when he loses all his lives.

When Bobby succeeds in his task, Judy is abducted by Punch again, and Bobby must rescue her once more.

HOW THE PIECES MOVE

Each piece in your 'army' can only make certain types of movement on the chess board. Generally, powerful pieces can move further than weaker ones. Some pieces, like the knight, can 'jump' over others. Some pieces can move diagonally, while others must move horizontally or vertically. Each piece is unique and this must be considered when planning your strategy. Sometimes it may be worth making a sacrifice. For example, if a bishop can capture a queen, but will be captured on the next move, it is almost always right to sacrifice it because the queen is the more important chess piece.

Here is a brief introduction to the different pieces and how they move:

KING — the king can move one space at a time in any direction. The king can also capture other pieces, but, if an enemy piece moves into a position where it can capture your king on the next move, your king is in CHECK. When you're in CHECK you cannot move any other piece until you remedy the CHECK situation. If in CHECK, you only have three options: move the king, move a piece between the attacker and the king, or capture the attacking piece. When you cannot do any of these three things, your situation is hopeless and you are in CHECKMATE. CHECKMATE means that a player will capture his opponent's king on the next move and the king cannot prevent it, then the game is over. It is good practice to try not to move the king early in the game in case you want to CASTLE later on. Once you move the king you cannot CASTLE (see ROOK or CASTLE).

QUEEN — the queen starts next to the king, and can move in any direction. The queen can move forwards, sideways, diagonally and backwards, but cannot jump over or go around other pieces which may block her way. As she is the most powerful piece on the board, you should try not to lose your queen. Keep in mind that all the other pieces except the king are less important than the queen.

ROOK or CASTLE — the rook sits on the ends of the first row. It only moves in a straight line forwards or sideways (never diagonally). One way to protect your king is to CASTLE. You can only do this if you haven't moved either your king or rook and there are no other pieces between them. You move your rook next to the king, and the king to the other side of the rook. This is called CASTLING and is one way to quickly move your king to safety.

NOTE: You cannot CASTLE if your king is in CHECK (threatened by an enemy piece).

KNIGHT — the knight (or horse) moves three spaces at a time, always in an 'L' shape. Imagine the knight at the top or bottom of the 'L'. The 'L' can be backward or forward. Just count three spaces . . . two ahead and one sideways, or one ahead and two sideways. The knight is the only piece that can jump over other chess pieces. You can jump over your own pieces or over the enemy's. To capture a piece simply move three spaces in an 'L' shape and land on top of the enemy piece you want to capture.

BISHOP — bishops move diagonally, forwards or backwards, as many spaces as you want as long as you don't bump into another piece. Notice that you have two bishops, one which will always move diagonally on the white squares and one which will always move on the black squares.

PAWN — the pawn moves one space at a time, forward only. It cannot move sideways or backwards. On the first move only, the pawn can move either one or two spaces, and then one space at a time after the first move. To capture another piece the pawn must move one square diagonally. The pawn can only move diagonally to capture a piece, and cannot capture a piece by moving straight ahead. A pawn controls (or threatens) the two diagonal spaces in front of it.

PLAYING THE GAME

When the program is loaded a chess board with all the chess pieces in place is displayed on the screen. The column letters (A–H) are displayed along the bottom of the chess board, the row numbers (1–8) are displayed along the side. The right-hand side of the screen contains information about the game, a clock for each player, the number of moves played so far, and whether or not any player's king is in CHECK. You will notice that the clock in the bottom right-hand corner of the screen is ticking away. This is because initially, you are the white side, and since white always goes first the computer is waiting for you to type in your first move. Think which piece you would like to move. Now type in its co-ordinates, row letter first then column number, e.g. A1. A hyphen (-) automatically appears after the first co-ordinates, the program is now waiting for you to type in the destination co-ordinates. Type in the co-ordinates of the location to which you want the chess piece to move and press the RETURN key. If you have made a mistake or tried to move a piece in a way other than it is supposed to be moved, then the word 'ILLEGAL' is displayed. If, at any time whilst entering the co-ordinates you make a mistake, simply press the INST/DEL key to delete the last character you typed.

When you press the RETURN key to enter your move you will notice that your clock stops and that your opponent's (the computer's) clock starts. Also the number of moves that each player has made is displayed. The move counter is displayed to the left of the co-ordinates. If you put your opponent's king in CHECK then a small cross (+) is displayed next to your co-ordinates when you press the RETURN key. Likewise, if you capture one of your opponent's pieces then the hyphen sign that separates the first co-ordinates from the destination co-ordinates is replaced by an 'X'.

PROMOTING A PAWN

STARTER CHESS also allows you to promote pawns. If you succeed in placing one of your pawns on your opponent's back row then the message 'Q, N, B, R ?' appears. These letters stand for QUEEN, KNIGHT, BISHOP, ROOK. Simply press the key that represents the piece you would like your pawn to become.

SPECIAL FEATURES

STARTER CHESS has a number of special features, these are described below:

N — NEW GAME
Pressing the 'N' key displays the message 'NEW GAME', terminates the current game, and resets all the pieces to their initial positions.

R — REVERSE
Pressing the 'R' key reverses the sides such that the computer plays with the white pieces, and you play with the black pieces. Pressing the 'R' key again reverses the sides back to their original state.

P — PLAY SELF
Pressing the 'P' key displays the message PLAY SELF' and instructs the computer to play itself. Pressing the 'P' key again to minates this function. You may use this feature either at the very beginning of a game, or part-way through a game.

ESC — BACKTRACK
Pressing the 'ESC' key displays the message 'BACKTRACK', and takes the game back one move for each player. This feature is especially useful if you make a bad move and wish to play it again.

S — SAVE
Pressing the 'S' key allows you to save a game mid-point. This allows you to try out a complete strategy, and if it doesn't work out you can restore the game. When the game has been stored, the message 'SAVED' is displayed.

Q — RESTORE
Pressing the 'Q' key allows you to restore a previously saved game. Using this option you can reset a game to the point at which it was saved. Once the game has been restored, the message 'RESTORED' is displayed.

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